

5th
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FIFTH2FATENGINE
FIFTH2FATE&FORTRESSES
SRD & CCL

This document has been updated by John Fortin GrognardWizard on 1-19-23 11:18 Pm. Every modification in the core book has been modified with an asterisk (*, and the legal page has been modified per the rights granted by the Community Content License, as well as my wishes in the forward clarified.

Note: Legally I cannot redact any licenses previously released, you are free to use any license, however there was a typo in the previous document stating that the ccl was version 3.0. I am working without an editor.-

-GrognardWizard

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**INSPIRED
BY FATE
the RPG**

Fifth2Fate

&

Fortresses



Playtest

Fifth2Fatengine

SRD CCL

Forward

It is possible that you will see typographic errors in some places. I did bang this collection out over the weekend, however for the last few years I've been working on my own game that has needed to be reworked a few times during playtest. Not due to mechanics, but simply because it wasn't quite what I wanted yet.

As I moved forward in production, I realized I didn't need to make reference to the license that the wizards of washington recently tried to pull, as it was an entirely different product aside from a few unavoidable mechanical similarities.

This Document wasn't created, or released as a finished system, but a way to emulate dungeon crawling tabletop games. If you don't like the mechanics of the fate/dice and/or they don't work as intended. I have tables on the pages following Pages to test the system with other dice in your polyhedral set.

Save the Gamers-

GrognardWizard

Using Dice and Difficulty Tiers by core Dice Options

You can choose to roll above or below the target number when deciding on a core dice mechanic although the Fifth2fatengine wasn't written with a backwards mechanic in mind, other than skill rolls. When rolling below the target number rather than above, subtract your bonus from your roll rather than add them, and subtract your AR from 20. Suggested values by probability are listed below.

Difficulty Tiers	52fe	3d6	2d6	1d20	1d10	2d10	1d12	2d12
Very Easy	2	5	4	6	3	4	2	4
Easy	3	7	5	11	5	8	3	6
Medium	4	9	6	16	8	10	6	8
Hard	7	11	8	19	9	13	7	10
Very Hard	9	16	9	25	14	14	8	11
Improbable	11	17	10	30	-15	18	9	12

Using Dice and Difficulty Tiers by core Dice Options

AR- 52fe	3d6	2d6	1d20	1d10	2d10	1d12	2d12
1	6	5	11	4	4	2	3
2	9	6	12	5	5	3	4
3	11	7	13	5	6	4	5
4	13	8	14	6	7	5	6
5	15	9	15	6	8	6	7
6	16	10	18	8	9	7	8
7	17	11	19	9	10	8	9

Note: Phrasing is everything.

Playing the game:

" The Fifth2Fate system was designed around fate as it sounds. However, there are major differences that were made with the intent to emulate the latest released edition of the dungeon game at the time.

" The Fifth2Fate engine runs on fate dice or 4d6. When making a check, you are looking for degrees of success on your dice. Fate d6 have 3 possible outcomes, so they are essentially a d3. This gives you 3 possible outcomes per dice, 1-2 on 1d6 being a negative result, and 4-6 on 1d6 would be a positive result.

The Numbers 3-4 are null.

" When rolling for any type of stat/skill check a negative results cancel out a positive. You then add your appropriate skill stat boon, and your Role Bonus.

" Your Role determines how you level up, and what you gain access to. [though a lot will have to be filled in by content creators using this document]. It is

possible to Multi-Role your character by taking another Role instead of leveling up with another, but you must qualify in the Role you intend to take instead of your primary. For example: If a character started as a fighter, and at 3rd level decided to start leveling up solely in bard, by the time they reach 7th level they would still be a 3rd level fighter and a 4th level bard. The prerequisite table for multi-Roleing

is in this document after "Weapons, Limitations, and Features".

" If you gain a tactical advantage, The Guide can reward you by having you make a Fortunate roll by adding 2 dice to your pool, and taking the 4 highest results. Like-wise, you can be stricken with a Drawback, where you also roll 6d6 for, though you take the lowest 4.

Critical-Rolls- are made when you roll 4 successes

Critical Fumbles- are made when you roll 4 failures.

At The Guide's discretion afford one "Handwavium" token per game day to be used for a re-roll before The Guide Tells you whether it was a success or failure. You may share Handwavium at the discretion of the Guide.

Rolling your Character:
You have two sets of Statistics.

-Mind-Astuteness ,Chutzpah, & Intellect.

-Body-Agility, Brawn, and Resilience

-3d4+4

-4d4

-18d6 Point Buy Pool

When Stats are rolled, it is up to The Game Guide [The Referee] to decide whether you roll

down your stat sheet (possibly swapping two to your liking) , or are allowed to place your statistics after each is rolled.

Turn order:

Everyone rolls 1d10, adding their Agi boon to the roll. The highest roll of the group wins turn order and rolls for the players side of the table every round against the Guide. Turn order goes in order of who was highest next to them at the table, and then turns proceed clockwise, or counterclockwise depending on the rolls on either side of the turn order winner.

After having placed your statistics, choose a Race from the following table:

Race Stat Boon

Race	Stat Boon
Dwarf-Hill	+2 Res
Dwarf-Mountain	+ 2 Res + Bra
Demonicus	+1 Int
Dragon-kin	+ 2 Bra

Race	Stat Boon
Elv	+2 Agi +1 Int
Elv-Halved	+ 2 Agi + 1(any)
Elv-Dark	+2 Agi +1 Chu
Elv-Woodland	+2 Chu +1 Wis
Halfling-Nimbleton	+ 2 Agi +1 Chu
Halfling-Burlyton	+ 2 Dex +1 Res
Human	+1 in all
Gnome-Stone	+ 2 Res + 1 Agi
Gnome-Woodland	+1 Agi + 2 Int
Ork-Halved	+ 2 Bra

Speed:

Your character's speed is equal to their size and dexterity rating as determined below:

small- 8 yards

medium- 10 yards

Once you've accomplished the steps above, determine your stat Boons using the table below:

Stat Boon

Stat	Boon
4-6	-3
6-8	-2
8-10	-1
11	0
12-14	1
15-16	2
17	3
18	4

Fortresses & Fifth2Fate Playtest Document Conversion Guide & CCL

Stat	Boon
20	5
21	6
23	7
24	8
27	9
30	10

Monk- 5d4 *the monk is listed out of order because you do not multiply your starting gold as a monk.

Note: The language involving the mechanics for Role Advancement, and spells need to be entirely rewritten, though mechanical values can never be copy-written in the united states of america. This document isn't meant to plagiarize, but convert. However, the rest of the Role/ race info is below:

Role	Hit Dice Per Level+Con Boon
Brawler	d12
Hunter	d10
Knight	d10
Lore-Master	d8
Magic User	d8
Martial Artist	2d4
Soothsayer	d6
Thief	d8
Warrior	d12
War Priest	d8

Starting Gold(x10):

Brawler- 2d4

Lore-Master- 5d4

War Priest- 5d4

Celtic-Soothsayer- 2d4

Fighter- 5d4

Paladin-5d4

Ranger-5d4

Rogue-4d4

Sorcerer-3d4

Warlock- 4d4

Wizard-4d4

Race	Notes
Dwarf-Hill	Start with 1 extra HP & gain an extra 1 HP per level gained
Dwarf-Mountain	Add lvl bonus to light and medium armour
Demonicus	Dark sight- Fire resilience 1/2 Damage taken- free spell 1x a day by level bonus
Dragon-kin	Exhalation- weapon vs Agi throw [+8+con boon +Lvl Bonus- 2d6 on a fail. @6th level=3d6 @11th=4d6 @16th=5d6 -Resist damage to type of Exhalation- weapon(.5 damage)

Race	Notes
Elv-Halved	Dark sight- Favoured rolls vs charm- Take 2 extra skill boons of your choice
Elv-Dark	Sunlight Sensitivity- 0 lvl spells- Lvl1= light of dancing Lvl3= Illuminate enemy Lvl5= Cast Darkness 1x per day inately equal to level boon
Elv-Nobility	Add lvl boon when fighting with crossbows, shortswords, and bow[long]-1 0 lvl wizard spell [int]
Elv-Woodland	Add lvl boon when fighting with crossbows, shortswords, and bow[long] -Hide- when hidden by natural objects/ elements - Roll 1d6 and add the feet to your yardage rounding up 3x a day

Race	Notes
Halvling-Nimbleton	Hide behind another creature innately -re-roll a fumble once
Halvling-Burlyton	Favoured rolls vs saving checks vs poison. - Resilience to Poison 1/2 damage taken.
Gnome-Earth	Dark sight- Favoured rolls vs mind checks
Gnome-Woodland	0 lvl spell minor illusion-talk with tiny creatures
Ork-Halved	Darksight- if dropped to 0 HP you drop to 1 - Favoured rolls on intimidation- when making a “critical-roll” deal one extra damage die pertaining to your weapon

Level	Bonus
1	1
3	2
6	3
10	4
14	5

Level	Bonus
17	6

Difficulty Tier	Target Number
Very Easy	2
Easy	3
Medium	4
Hard	7
Very Hard	8
Improbable	10

At every level add your Level bonus to skills, and is used for the numerical value of your experience bonus.

Death Saves: If you reach 0HP or below Roll 2 successes with no modifiers on your core 4d6

Difficulty Tiers are Rolled to meet or beat the Target number.

States:

Charmed
Debilitated
Deaf
Frightened
Held
Invisible
No-Sight
Petrified
Poisoned
Unconscious

Skill List:

Acrobatics - Agi
Animal Handling - Ast
Athletics - Bra
Deception - Chu
History - Int

Insight - Ast
Intimidate- Chu
Investigate - Int
Investigate Magic - Int
Medicine - Ast
Performance - Chu
Persuasion - Chu
Religion - Int
Sleight of Hand - Agi
Stealth - Agi

Weapons:
B=Bludgeoning
P=Piercing
S=Slashing
V=Versatile
Money here is broken up into Gold Pieces & Gold Bits- where 4GB=1GP

Light Arms-

Club- 1d6 B 2gb
Dagger-2d4 P 2GP
Handaxe- 1d6 S 5GP
Javelin- 1d6 P 2GB
Light hammer-2d4 B 1GB
Mace-1d8 b 5GP
Quarterstaff- 1d6b 1 GB
Sickle- 2d4 s 1GP
Spear- 1d6 p 1GP
Unarmed strike-1d2 b

Ranged:
Crossbow-light 1d8 p 25GP
Dart- 2d3 p 2GB
Shortbow- 1d6 p 30 GP
Sling- 2d3 b 2GP
Whip- 2GP

Heavy Arms:
BattleAxe-1d8 S 10 GP
Flail-1d8 B 10 GP
Glaive- 1d10 S 20 GP
GreatAxe-1d12 S 30 GP
GreatSword- 2d6 S 50 GP
Halberd-1d10 S 20 GP
Lance- 1d12 S 30 GP
Longsword-1d8 S 15 GP
Maul-2d6 B 10 GP
Morningstar- 1d8 P 15 GP
Pike- 1d10 P 5 GP
Rapier- 1d8 V 25 GP
Scimitar- 1d6 S 25 GP
Shortsword- 1d6 P 1d6 P
Warpick- 1d8 P 5 GP
Warhammer

Race	Notes
Dwarf-Hill	Start with 1 extra HP & gain an extra 1 HP per level gained
Dwarf-Mountain	Add lvl bonus to light and medium armour
Demonic us	Dark sight- Fire resilience 1/2 Damage taken-free spell 1x a day by level bonus
Dragon-kin	Exhalatioin-weapon vs dex throw [+8+con boon+Lvl Bonus- 2d6 on a fail. @6th level=3d6 @11th=4d6 @16th=5d6 -Resisilance to type of Exhalation- weapon*
Elv-Halved	Dark sight- Favoured rolls vs charm- Take 2 extra skill boons of your choice
Elv-Dark	Sunlight Sensitivity- 0 lvl spells-lvl1= light of dancing Lvl3= Illuminate enemy Lvl5= Cast Darkness 1x per day inately equal to level boon
Elv-Nobility	Add lvl boon when fighting with crossbows, shortswords, and bow[long]-1 0 lvl wizard spell [int]
Elv-Woodland	Add lvl boon when fighting with crossbows, shortswords, and bow[long] -Hide- when hidden by natural objects/ elements - Roll 1d6 and add the feet to your yardage rounding up 3x a day

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Gnome-Earth	Dark sight- Favoured rolls vs mind checks
Gnome-Woodland	0 lvl spell minor illusion- talk with tiny creatures
Ork-Halved	Darksight- if dropped to 0 HP you drop to 1 - Favoured rolls on intimidation-Crit with one extra damage die pertaining to your weapon

Level	Bonus
1	1
3	2
6	3
10	4
14	5
17	6

Difficulty Tier	Target Number
Very Easy	2
Easy	3
Medium	4
Hard	7
Very Hard	8

Difficulty Tier	Target Number
Improbable	10

At every level add your Level bonus to skils, and is used for the numerical value of your experience bonus.

Death Saves: If you reach 0HP or below Roll 2 successes with no modifiers on your core 4d6

Difficulty Tiers are Rolled to meet or beat the Target number.

States:

Charmed
Debilitated
Deaf
Frightened
Held
Invisible
No-Sight
Petrified
Poisoned
Unconscious

Weapons:
B=Bludgeoning

P=Piercing
S=Slashing
V=Versatile
Money here is broken up into Gold Pieces & Gold Bits- where 4GB=1GP

Light Arms-

Club- 1d6 B 2gb
Dagger-2d4 P 2GP
Handaxe- 1d6 S 5GP
Javelin- 1d6 P 2GB
Light hammer-2d4 B 1GB
Mace-1d8 b 5GP
Quarterstaff- 1d6b 1 GB
Sickle- 2d4 s 1GP
Spear- 1d6 p 1GP
Unarmed strike-1d2 b

Ranged:

Crossbow-light 1d8 p 25GP
Dart- 2d3 p 2GB
Shortbow- 1d6 p 30 GP
Sling- 2d3 b 2GP
Whip- 2GP

Heavy Arms:

BattleAxe-1d8 S 10 GP
Flail-1d8 B 10 GP
Glave- 1d10 S 20 GP
GreatAxe-1d12 S 30 GP
GreatSword- 2d6 S 50 GP

Halberd-1d10 S 20 GP
Lance- 1d12 S 30 GP
Longsword-1d8 S 15 GP
Maul-2d6 B 10 GP
Morningstar- 1d8 P 15 GP
Pike- 1d10 P 5 GP
Rapier- 1d8 V 25 GP
Scimitar- 1d6 S 25 GP
Shortsword- 1d6 P 1d6 P
Warpick- 1d8 P 5 GP
Warhammer

Sleight of hand(Agi)- Skillfully deceiving physically.*

Stealth(Agi)- The Ability to be sneaky.*

Expert Ranged:

Blowgun- 2d3 p 10 GP
Crossbow[light]- 1d6 p 75 GP
Crossbow[large]- 1d10 p 50 GP
LongBow- 1d8 P 50 GP
Net- ____1GP

Skill List:*

Acrobatics (Agi)- The ability to accomplish feats of a gymnastic nature.(

Athletics(Agi)- The skill tied to feats of physical strength, such as holding onto a branch while hanging over a cliff.*

Deception(Chu)- The act of lying about something.

Handle Animals(Ast)- How well animals listen to you and obey your commands.

History - (Int)- Having knowledge of the world, and events. This is rolled for to see if you know something in character.*

Intimidate(Chu)- To frighten someone into doing what you want.*

Investigate(Int)- The ability to actively search for something.*

Investigate Magic - Int
Medicine - Wis

Perception(Ast)- The ability to actively notice something.*

Performance - (Chu)- To entertain/accomplish a charismatic feat.*

Persuade(Cha)- Convincing someone of one thing or another.*

Religion(Ast)- The knowledge retained from theological studies.

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Expert Ranged:
 Blowgun- 2d3 p 10 GP
 Crossbow[light]- 1d6 p 75 GP
 Crossbow[large]- 1d10 p 50 GP
 LongBow- 1d8 P 50 GP
 Net- ____1GP

*Bailouts- are rolled for when you need to roll vs an effect. Roll under your statistic with 2d10 to avoid effects and subtract your Level Boon in the pertinent statistic.

*Experience-Bonus- You add your Level Bonus to all rolls falling under that statistic category.

*If a magic effect makes you roll under an adversaries stat, you subtract your experience boon.

Role	Weapons and Limitations and Features
Brawler	<ul style="list-style-type: none"> -Light Armour, Medium Armour& Shields-Light Arms & Heavy Arms -3 skills from Animal handling, Athletics, Intimidation, Nature, Perception, or Survival -Bailouts- Bra & Agi -Experience- Bonus- Res & Bra

Role	Weapons and Limitations and Features	Role	Weapons and Limitations and Features
Celtic- Soothsayer	<ul style="list-style-type: none"> -Light Armour, medium armour, and spells -Clubs, daggers, darts, Javelins, maces, quarterstaffs, scimitars, slings -Bailouts- Agi & Ast -Experience Bonus- Agi & Ast 	Magic- Wielder	<ul style="list-style-type: none"> -Gambeson -2 Skills from Deception, Insight, Investigate Magic, Intimidation, Persuasion, or religion. -Bailouts- Int & Ast -Experience Bonus- Agi & Int
Hunter	<ul style="list-style-type: none"> -Light Armour, Medium Armour& Shields-Light Arms & Heavy Arms -Light Arms, Heavy arms, & Expert Ranged. -3 skills from Animal handling, Athletics, Intimidation, Nature, Perception, or Survival -Bailouts- Bra & Res -Experience- Bonus- Ast 	Martial- Artist	<ul style="list-style-type: none"> -Light Arms & ShortSwords -Pick a type of Tools (no mechanics in this SRD) or one musical instrument -Choose 3 from: Acrobatics, Athletics, History, Insight, Religion, Persuasion, or stealth -Bailouts- Agi & Bra -Experience Bonus- Res & [Agi or Bra]
Lore- Master	<ul style="list-style-type: none"> -Light Armour- Light Arms, Hand Crossbows, Longswords, Rapiers, Shortwords- -Instrument as your spellcasting focus -Any 4 Skills -Bailouts- Agi & Chu -Experience Bonus- Chu 		

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Role	Weapons and Limitations and Features
Kinght	-All armour -No Ranged Weapons -2 from Athletics, Insight, intimidation, Medicine, Persuasion, and Religion -Bailouts- Chu & Ast -Experience Bonus- Chu & Bra
Warrior	-All Armour -Light Arms, Heavy Arms -Choose 3 Skills from Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Perception, or survival -Bailouts- Bra & Res -Experience Bonus- Bra & Res
Warpriest	-Light Armour, Medium Armour, Shields -All Light - Choose 3 From Athletics, History, Insight, Medicine, Persuasion, or Religion - Bailouts- Chu & Ast - Experience Bonus- Ast, Bra

Role	Weapons and Limitations and Features
Thief	-Light Armour, - Light arms, Hand Crosbows, ShortSwords, and Rapier --Thieves Tools -4 Skills from Acrobatics, Athletics, Deception, insight, Intimidation, Investigation, Perception, Sleight of hand, or Stealth -Bailouts- Agi & Res -Experience Bonus- Agi & Chu
Warrior	-All armour -Light Arms, Heavy Arms -Choose 3 Skills from Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Perception, or survival -Bailouts- Bra + Res -Experience Bonus- Bra & Res

Role	Multi-role Necessity
Lore-Master	Astuteness 12
Magic-Wielder	Intellect 12
Martial Artist	Agility 12 and Astuteness 13
Soothsayer	Astuteness 12
Thief	Agility 12
Warrior	Brawn 12
War Priest	Astuteness 12

Armour & Recommended Value In GP	AR
Unarmoured	1
Gambeson(10) [+Agi Boon], Leather(15) [+ Agi Boon], Helm(50)	+1
Hide Leather(15) [+Agi Boon], Shield (10), Studded Leather(50)[+Agi Boon]	+2
Halfling-Mail (30) [+Agi Boon]	+3
Breastplate (400) +, Scale-Mail (50), Ring Mail (30)	+4
Half-plate (700)	+5
Chain-mail (80)	+5

Role	Multi-role Necessity
Brawler	Brawn 12
Hunter	Astuteness 12
Knight	Brawn 12 Chutzpah 12

Spells & Charges by Mental Statistic per Level

Ast- Cleric,
Chu- Bard, Warlock, sorcerer
Int- Magic-Wielder

When casting, add the boon tied to the spell-statistic.

The 5 Magics

You are allowed to advance in one type of magic every other levels.

For example: a Wizard gains spells at Levels

1,3,5,7,9,11,13,15,17,20

When playing a magic user, write as many spells as your statistic allots onto your sheet that pertain to one of the 5 magics.

If you are allotted the use of different types of the 5 magics, your progress for each type is tracked separately. You can only advance 5 levels in each type of magic. you begin with one level in magic

At every Role Level Gained, the spells you've chosen for the character must be discussed with The Guide before writing any down on your sheet. You can use any spells at any level at which you've attained in that type of magic.

Although there are mechanics in place to stop people from making their magic user do whatever they want, The Guide should always OK the spells you've written down.

When you cast a spell, you expend a use of a charge.

Conjuring

For spells such as light, or raise dead. Make a roll under your spell-casting stat to succeed a conjuration.

Following is a list of what to roll by Spellcasting level. *If it is a spell that has a time limit it lasts for 1d3 rounds by level.

1. 5d4*
2. 3d6*
3. 4d4*
4. 2d10*
5. 2d8*

Stat	Intellect	Astuteness	Chutzpah	Knight Astuteness
13-14	4	1	2	1
15-16	4	2	3	1
17	5	3	4	2
18	6	4	5	4

Defensive

Make a creature Succeed under your spell-casting stat with a die equal to the tier list below by level to accomplish an effect such as stun, or to avoid a swarm of ethereal daggers.

1. 2d8*
2. 2d10*
3. 4d4*
4. 3d6*
5. 5d4*

Force

Used to lift/push/otherwise move an object - including yourself. 1 yard by spell level.

*+1d6 per level where 4+ on your die is a success by size of object- where 1d6 equals the size of your character (small, medium). " -If dealing damage roll 1d6 per casting level after successes are checked.

Force spells that require a time limit, such as flying or a hold can only last for a number of rounds equal to the number rolled on a success.

Healing

+1d4 touch per level. At level 3 you can begin to heal from a distance for 1d4.

Offensive

If you land an attack-roll, roll XdX Damage per level.

1. 2d4
2. 2d6.
3. 4d6
4. 3d10
5. 4d10

Offensive

If you land an attack-roll, roll XdX Damage per level.

1. 2d4
2. 2d6.
3. 4d6
4. 3d10
5. 4d10

Conjuring: Alert Siren- if anyone comes into the vicinity for 1d8 hours the siren alerts and wakes everyone not currently knocked out.

Conjuring: Animate Dead Being- Animate an undead thrall that you command as according to the rulings for hirelings for 1d12x10 in game minutes.

Conjuring: Blessing of Might -An otherworldly force flows its energy through you. If spell is effective, gain +1 for 1d3 rds if the attack lands

Conjuring: Charm- A Living being that fails rolling opposed your statistic has a better opinion of you by one narrative implication.

Conjuring: Dampen Magic: On a success the magic effect casted that you are attempting to stop ends. May be used as a reaction at the cost of your next turn.

Conjuring: Call on Divine Being- you have a 50/50 shot on a die determined by the guide to gain a mechanical proficiency for your group for 1d6 rounds.

Conjuring: Dark- Cast dark on an object lasts for 1d6 rounds

Conjuring: Debilitation Ray- Causes the creature to deal Half damage with the last weapon wielded.

Conjuring: Detect Traps- You must be looking in the proper area to find a trap for this spell to be useful.

Conjuring: Ethereal Doppelgänger- attackers gain a penalty when rolling to attack caster as 1d4 duplicate illusions of the caster in question appear next to said caster.

Conjuring: Far-sight- caster has the eyes of a hawk momentarily

Conjuring: Find Object- you must know what you are looking for.

Conjuring: Light- Cast light on an object lasts for 1d6 rounds

Conjuring: Lock Magically- lock an object (normally lockable or otherwise)

Conjuring: Find Object- you must know what you are looking for.

Conjuring: Find Evil- you are able to suss out evil through your aura.

Conjuring: Find Trap- Find a trap in the area closest to you.

Conjuring: Invisibility- you turn invisible until you attack are are managed to be attacked with a penalty roll.

Conjuring- Heat Metal Object. (I don't think this one needs an explanation-GW)

Conjuring: Magic Warding-

Conjuring: Messenger Owl- An Owl comes to you in 1d3 rounds, and carries a note to your location of choice.

Conjuring: Pass Without Sound- You create a bubble around you that dampens the sound and sight of reality which allows you to pass without any trace.

Conjuring: Quicken- double your speed for 1d3 rounds

Conjuring: Read unknown Language- dissipates after turning away from text.

Conjuring: Rouse Dead- You may bring the dead back to the land of the living for 1d3 minutes in game.

Conjuring- See Magic- this spell allows you to see the ethereal glow of a magic spell or object.

Conjuring- Shield- +1d2 x Lvl casted to temporary Health Points

Conjuring: Silence- You create silence around you for roughly 4 yards for 1d3 rds.

Conjuring: Stop the Clock- You may stop the clock for 1d2 rounds, essentially giving you an extra action and/or movement.

Conjuring: Turn yours or your teammates weapon to stone to use bludgeoning damage.

Conjuring: Speak with Beasts- lasts for 1d3x10 in game minutes

Force: Animate inanimate Object (by size)

Force: Float inanimate objects- (Limited by the casters power as outlined in the casting mechanics section.

Force: Hold dimensional door- according to force mechanics you may attempt to hold a door to another dimension from closing

Force: Magic-Hand- You create an ethereal hand, and mat attempt to move objects by tier of the type of magic being casted.

Force: Push- as defined in mechanics

Force: Shield- Refer to the tier list for force, as determined in those mechanics, your successes equal extra temporary HP

Force: Throw small object- throw an object smaller than you with your mind (levels up as you do)

Force: crush small object- crush an object with your mind (levels up as you do by size according to casting mechanics)

Force: Float Self- as determined by the rulings in force mechanics

Force: Float Living Creature - by size according to casting mechanics

Force: Manipulate Earth- As determined by size by Force Mechanics.

Force: Move Like Object- You may move an object with a similar genetic structure telepathically with another object by casting move like object on a smaller structure. (ex: casting move like object on a pebble could move a boulder in the distance according to spell casting mechanics)

Defensive: Choke- As described in mechanics. The being having been casted on must succeed a roll underneath your spell casting statistic if they succeed on the statistic check on subsequent turns.

Defensive: Cloud of Stench- Up to 10 yards you may cast a 10 ft area of a disgusting smell that makes the creatures in the area all succeed under your spell stat, or be prone for 1d4 Rounds.

Defensive: Curse of dread- Inspire fear in your enemies stun them one round

Defensive: Expel Arms- Force another being to drop their weapons

Defensive: Ethereal net- a spectral net wraps and impedes the creature casted upon- making them prone.

Defensive: Hold Being- Upon a successful cast, the creature is held until it rolls under your stat on a subsequent turn.

Defensive: Silence Person- Person's lips seal together as caster decides narratively for 1d3x10 in game minutes

Defensive: Missile shield- Upon casting, Caster is able to deduct

damage by magic items for 1d4 for the same number of rounds appearing on 1d4.

Defensive: Magic Melee- Imbue your melee weapon with an extra 1d4 magic damage for the same amount of rounds.

Offensive: Beam of Fire- A 15 ft flame in a straight beam shoots out from your caster's wand or scepter.

Offensive: Bolt of lightning- zaps the creature you point at with your wand or scepter.

Offensive: Ball of fire- A ball of fire equal to half your character size x spell casting level is hurled from your wand or scepter.

Offensive: Ignite- Set a being ablaze for damage according to your Defensive magic tier.

Offensive: Ethereal Whip- Deal xdx slashing damage.

Offensive: Frost Ray- Deal x cold damage by level

Offensive: Lacerate- The being casted upon takes x damage according to your defense tier. A creature taking more than half of their points in damage at once lays prone.

Offensive: Magic Blast- blast a stream of a colour light of your choosing that does xdx damage as determined by the spell mechanics.

Offensive: Orb- Acid. Hurl an acidic orb at a creature, or object for damage as determined in spell mechanics.

Offensive-: Orb- Poison- Hurl a poisonous orb at a creature, or object for damage as determined in spell mechanics.

Offensive: Orb- Thunder-

Hurl a poisonous orb at a creature, or object for damage as determined in spell mechanics.

Offensive: Orb- Cold- Hurl a poisonous orb at a creature, or object for damage as determined in spell mechanics.

Offensive: Raging Bile Duct- You spew an atrocious stream of putrid bile that caused acidic damage. (maximum 10 ft Range)

Offensive: Sleep- Casted as a normal attack, if hit the left over damage points are moved to the nearest creature- friendly or not. A Being brought to negatives that equal their hit dice total (as an adversary), or their level total as a player character dies from the intensity of the spell.

Offensive: Swarm of Daggers appear next to the creature. if you miss the cast you must roll on the ranged attack table

Offensive: Wave of Thunder- A 10 foot area- beginning a yard in front of your character- deals x damage according to your casting tier to anyone in the 10 foot area.

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Authors Note:

I did write this magic system for another game entirely, but circumstances being what they are you need rules options if you don't want to make a spell list for the game you want to run.

That should get whoever wants to test the engine started with all the reference material out there. I have faith in you from this point out. Remember, you are free to modify this document to create transformative work. It is recommended that you focus on "The Guide's" Rulings and not rules.

I hope that we can iron out any issues with the functionality of the system together. If you see anything wrong with the numerical values, or you feel another mechanic would better suit a situation, feel free to publish errata, or Message me directly on the blue bird site.

Happy Gaming Fellow Nerds,
John Fortin

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Brawler x Level

Lvl	Brawler Boons by Level
1	Unarmoured AR! As a Barbarian your 10 + Agi _Res Quickness! Dash an extra 5 ft as a bonus action 1x per day
2 Choose One	Ruthless attack! Once per day x your Agi mod, attack with proficiency. Enemy also get this advantage when you use this Boon Rage! As a bonus action add 1d4 to attack damage once per day + Res Mod
3	Sixth Sense! Proficiency Dice on perception rolls.
4	Ability Improvement! Add 2 to 1 ability score, or 1 to 2
5	- Extra Attack -
6 Choose One	Fortitude! Damage is reduced by 1d4 on a successful 50/50 check Improved Rage! Rage dice increases to 1d6
7	Bull Rush! Target opponents AR to shove backwards for 1d6 damage Nasty Hit!:Add 1d6 to critical hit damage
8	Ability improvement- Add 2 to 1 ability score
9 Choose One	Darksight. If you do have darksight gain the extra 15 foot benefit. extra 15 feet. It also allows you to see normally in darkness if you don't have Rage Vision: While Raging you can see an extra 15 feet.
10	Ability Improvement! Add 1 to any ability score
11	Adrenaline Surge! if you drop to 0 you instead drop to 1. If dropped below 0 on a 50/50 save you instead drop to 1
12	Blind rage!: While raging make 1 extra attack with penalty dic"
13	-Extra attack-
14	Ability Improvement- Add 1 to any ability score
15	Smite increase- 4x per day.
16 Choose One	Glare Intimidate and opponent adjacent to you with proficiency dice while raging once per day. Upon passing your Chu Roll, your opponent is stunned for 1d4 Rounds. If creature can be stunned.
17	Improved Fortitude Your fortitude dice <i>changes to 1d6</i>
18	Ability Improvement- Add 1 to any ability score
19	Gruffness: If your Attack roll doesn't match your AR use that instead upon passing a 50/50 check.
20	Pack Tactician! While Raging your Party has Proficiency Dice on Melee Attacks

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Hunter x Level

Lvl	Hunter Boons by Level
1	-Fighting Style- Choose from: Archery- +2 on Ranged Weapons Double Wield- On a successful hit roll a second attack as well.
2 Choose One	Favoured Enemy- You've met some monsters by now. Choose one you really hate, and gain an extra 1d4 damage against them when landing a hit Favoured Terrain- Choose a favoured terrain from: <i>Desert, Forest, Plains, Swamp, Mountains, Hills.</i> Gain fortunate Dice on wisdom checks within the chosen terrain.
3	Track- Gain Proficiency dice to tracking skill.
4 Choose One	Behemoth Buster- If a <i>Large Creature</i> attacks you, you gain an attack of opportunity <i>Immediately.</i> Extra Attack
5	Ability Improvement- Add 2 to 1 ability score, or 1 to 2
6	Improved Favoured Enemy Dice- Dice Changes to 1d6
7	Second Favourite Terrain
8	Precision Opportunity- Roll with proficiency dice if given an opportunity attack
9 Choose One	Enhanced Fighting Style- Archery- +3 on Ranged Weapons Double Weild- Deal an extra 1d4 damage per weapon weilded. Extra Attack
10	Ability improvement- Add 2 to 1 ability score
11	Evasion- Subtract 1d4 to damage 1x per short rest
12	Deflect Arrows- 40/60 chance.
13	Escape the Pack- When you disengage after an action you impose penalty dice on attacks against you
14	Third Favourite Terrain
15	Ability Improvement- Add 1 to any ability score
16	Obstinance- Proficiency dice on saving throws versus Fear
17 Choose One	Enhanced Fighting Style Archery- +4 on Ranged Weapons Double Wield- 1d6 extra damage
18	Improved Evasion- Die Changes to 1d8
19	Swift Dodge- Before dame is dealt take 1/2 damage before the referee rolls 1x per battle
20	Ability Improvement- Add 1 to any ability score

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Knight Boons x Level

Lvl	Knight Boons by Level
1	Sense Evil- Up to 30 ft. Only applicable if checking. Smite- Add an extra d6 to damage 1x per day
2	Grace- Proficiency dice to charisma throws
3	Lay on hands- You can heal someone else (or yourself) 1d4 ix per day equal to your level X2 if aligned LG-G
4 Choose One	Smite increase- 2x per day Ability Improvement- Add 2 to 1 ability score, or 1 to 2
5	- Piety- If aligned LG-CG your faith allows you to heal yourself 1d4 as an action ix base wisdom mod
6	Aura of protection- Add your charisma % modifier to yours or your teammate's saves.
7 Choose One	Remove disease- When using Lay on hands you can remove a disease ix per day. Extra attack
8	Ability improvement- Add 2 to 1 ability score
9	Fortitude- Decrease damage done to you by 1d4 2x per day with a 50% chance
10	Smite increase- 2x per day 2d6
11	Evil Magik Resistance- Gain proficiency dice on saves against evil magic.
12	Divine Bond- Add +20% to spell saves.
13 Choose One	Magik Disruption- End Spell effects on yourself ix per day x base wisdom modifier Extra Attack
14	Ability Improvement- Add 1 to any ability score
15	Smite increase- 4x per day.
16	Righteousness- +4 to Turn order rolls, & +2 to intimidation.
17	Avenger of the Lord- When a foe retreats and they invoke an attack of opportunity on themselves, and if you land a hit you deal double damage upon landing your hit.
18	Ability Improvement- Add 1 to any ability score
19	Piety increase- Die changes to 1d6
20	Hand of god- When smiting deal an extra 2d6 damage on a critical success.

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Thief x Level

LVL	Thief Boons by Level
1	Backstab- +1d6 damage from behind Hear through walls- Proficiency dice to listening though walls and doors
2	Evasion- -1d4 to damage once per battle. Must be used before damage is dealt.
3 Choose One	Rogue slip- Disengage or Dash as a bonus action 1x base Dex Mod Trap finding- Proficiency Dice on Trap searches
4	Ability Improvement- Add 2 to 1 ability score, or 1 to 2
5 Choose One	Ledge walker- +4 to balance checks Extra Attack
6	Improved evasion- Evasion die changes to 1d6
7	Improved trap finding- +2 to locate traps
8	Ability improvement- Add 2 to 1 ability score
9	Sleight of hand prof- Proficiency dice on sleight of hand checks
10 Choose One	Backstab improvement- +2d6 from behind First shot- Proficiency dice on a creature that hasn't moved
11	Improved rogue slip- Disengage or Dash as a bonus action 2x base Dex Mod
12	Superior evasion- Dice changes to 1d6
13 Choose One	Increased Morale- +3 to turn order rolls Extra Attack
14	Ability Improvement- Add 1 to any ability score
15	Backstab Improvement- Dice Changes to +3d6
16	Strong Willed- Proficiency Dice on Wisdom Saves
17	Mind Sight- 50/50 chance of locating enemies blindly
18	Ability Improvement- Add 1 to any ability score
19	Slippery- Unless at 0 hp never get attacked with Proficiency Dice
20	Uncanny Evasion- Dice Changes to 1d8 Backstab improvement- Dice changes to 4d6

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**Magic-User
x Level**

Lvl	Magic User boons by Level
1	Wand or Staff & a tome of spells
2	Magic Shield- You weave a bubble of protective magic centered on yourself as a bonus action 1x per day. Your Magic shield equals 1d2 for the same value rolled
3	Magic Shield- You weave a bubble of protective magic centered on yourself as a bonus action 1x per day. Your Magic shield equals 1d63 for the same value rolled
4	Ability Improvement- Add 2 to 1 ability score, or 1 to 2
5	Magic Shield Increase- Magic shield increases to 2x per day
6	You weave a bubble of protective magic centered on yourself as a bonus action 1x per day. Your Magic shield equals 1d4 for the same value rolled
7	Scribing Savant- Time & gold to copy spells is halved
8	Ability improvement- Add 2 to 1 ability score
9	Regain 1 spell charge free per rest
10	Magic Shield- You weave a bubble of protective magic centered on yourself as a bonus action 1x per day. Your Magic shield equals 1d4 for the same value rolled
11	You weave a bubble of protective magic centered on yourself as a bonus action 1x per day. Your Magic shield equals 1d4 for the same value rolled
12	Ability Improvement- Add 1 to any ability score
13	Magic Shield Increase- Magic shield increases to 3x per day
14	Hypnotic Glare- Impose a wisdom save on a creature as an action. Creature is stunned for 1d2 rounds.
15	<i>Regain 2 extra spell charges per rest.</i>
16	Ability Improvement- Add 1 to any ability score
17	Magic Shield Increase- Magic shield's Hp changes to 1/2 your total HP
18	Add Base Int Mod to Damage 3x per day
19	Superior Damage- When accomplishing a critical-roll, roll a, extra die to the damage dealt.
20	You may choose to cast one of your charges of magic shield a day for an AR= AR+1/2 AR.

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Sooth-Sayer

x Level

Lvl	Soothsayer Boons by level
1	Nature Perception- -2 to stat rolls pertaining to the Astuteness
2	Detect impure water with a <u>50% chance</u> on your skill check
3	Beast Morph- Choose from: a bear($1d10$ hp) $2d3$ slashing per paw and snout, eagle($1d8$ hp) $1d4$ per talons and beak, or wolf($1d8$) $1d6$ per claws and bite <i>*1 per day as an action*</i>
4	Ability Improvement- Add 2 to 1 ability score, or 1 to 2
5	Regain 1 spell charge free per rest
6	Nature Magic Savant- +2 to your rolls when you're casting a spell derived from nature Speak with plants and animals- <u>1x per short rest</u>
7	Ability improvement- Add 2 to 1 ability score
8	Add Base Ast Mod to Damage <u>1x per day</u>
9	Beast morph- <u>2 x per day</u>
10	Instant morph- You gain the ability to <u>use your morphing ability as a bonus action</u> , rather than an action
11	Beast Morph- <u>Choose another form</u> from: a bear($1d10$ hp) $2d3$ slashing per paw and snout, eagle($1d8$ hp) $1d4$ per talons and beak, or wolf($1d8$) $1d6$ per claws and bite <i>*1 per day as an action*</i>
12	Ability Improvement- <u>Add 1 to any ability score</u>
13	Beast morph- <u>3 x per day</u>
14	Magik Shield- You weave a bubble of protective magic centered on yourself as a bonus action <u>1x per day</u> . Your magik shield equals $1d2$ for the same value rolled
15	Immunity to charms
16	Beast morph- <u>2x per short rest</u>
17	Regain 3 spell charges free per rest
18	Ability Improvement- <u>Add 1 to any ability score</u>
19	Add Base Ast Mod to Damage <u>2x per day</u>
20	Beast morph- <u>3 x per short rest</u>

Fifth2Fate
&
Fortresses



WarPriest Boons x Level

Lvl	War Priest Boons by Level
1	Channel- +1d6 2x per day to heal or damage a creature. To check to see if this ability functions roll over 10 on 1d20 minus your base mind modifier.
2	Repel Undead- Your divine faith terrifies the undead. you must succeed your Wisdom stat roll vs the adversaries Res stat.
3	Dampen evil- Fortunate Roll against evil spells <u>2x per day</u> Blessed Healer- Healing anyone by any means heals you by 1/2 your roll.
4	Ability Improvement- Add 2 to 1 ability score, or 1 to 2
5 Choose One	Extra Attack Dampen Evil Advancement- <u>Subtract 1/2 damage when a member of your party is damaged with an evil spell</u>
6	Channel increase- Dice changes to 2d6
7 Choose One	Hand of God- When dealing damage add your wisdom bonus to your roll. Dampen Evil Advancement- Subtract 1/2 damage when a member of your party is damaged with an evil spell
8	Ability improvement- Add 2 to 1 ability score Implode Undead: Gain proficiency to the implode undead spell, and add the spell to your book if not there already.
9	Repel Undead Advancement Roll with Fortune dice opposed your Wisdom stat
10	Extra 1d4 when Casting Healing Magic.
11	Ability Improvement- Add 1 to any ability score
12	Channel increase- Dice changes to 2d6 4x per day per short rest
13	Guided Strike- Fortunate Roll with Melee attacks
14	Ability Improvement- Add 1 to any ability score
15	Extra attack- Your avatar gains an extra attack on your turn
16	Divine strike- When dealing damage on a melee attack roll an extra 1d(weapon used)
17 Choose One	Aura of Glory- Resistance to Budgeoning and piercing attacks. Divide damage dealt to you in half. 2x per day. Implode Undead: Gain proficiency to the implode undead spell, and add the spell to your book if not there already.
18	Divine Blast- Channel the energy of your chosen God <u>into a beam of light</u> at a creature for 2d6 damage
19	Blessed healer Advancement- Healing anyone by any means heals you equal to your roll.
20	Supreme channel-(<u>added ability</u>) Heal yourself and others <u>equal to 1/2 your level</u> ix per short rest

Conditions

Blinded: A blinded creature suffers a penalty to make actions, and attacks made against them are made with proficiency. They also automatically fail sight based checks.

Charmed: A charmed creature can't attack the creature who casted the spell upon them, but cannot be told what to do directly.

Drowning: A drowning creature loses 1/3 their current Hit points per round with water in their lungs.

Frightened: A frightened creature cannot move on their turn. On the following turn they must retreat.

Held: To grapple a creature a contested strength check is required. The grappled individual can attempt to break free on subsequent rounds.

Debilitated: An incapacitated creature cannot act on their turn or otherwise. This includes speech. Attacks against these creatures have proficiency, and no saves are given to spells.

Inebriated/Intoxicated: To check if a creature is inebriated, or otherwise intoxicated, roll 1d20 under your resilience statistic- further modified by the difficulty rating of the substance ingested or administered between 1d4-1d12. If they are inebriated there are specific rules for each substance but usually impose penalty dice in different skill checks while enhancing others. The roll of 1 on 1d20 forgoes inebriation/intoxication and immediately imposes incapacitation.

Invisible: An invisible creature cannot be seen until they attack or are attacked. If you know something is in the area that has recently become invisible you attack with a penalty.

Paralyzed: (see incapacitated) Attacks on a paralyzed creature are made with proficiency and are an automatic critical attack.

Petrified: If a creature is petrified they are incapacitated. Attacks against them are rolled with proficiency, and are impervious to damage if they have been petrified to stone. In addition if the creature is suffering from an adverse effect the effect halts during petrification.

Poisoned: Adverse effects are dependent on poison. but all poisons inflict penalty dice on all rolls.

Prone: A creature is prone if they have been knocked down. In order to move they must use half of their action to stand up.

Restrained: A grappled creature is restrained, but a creature can remain restrained if using rope, or manacles to subdue them. (see grappled)

Stunned: A stunned creature looses their actions for one round.

Unconscious: (see incapacitated)



Further Rulings

CHARACTER DEATH-

If you hit 0 HP you are Knocked out. If dropped below 0 you must make a 50/50 death resistance save on 1d20 immediately or die (subtracting your base Resilience modifier to your roll & resistance modifier if applicable). Beating this roll returns you to 1 hp, your speed is halved until you heal, and you are prone. Meeting this roll simply means you are still knocked out but not dead. Within 1d2 hours you return to 1 hp. If dropped to a negative number equal to your level x 1 or below you die outright. This means first level characters do not get a death save, but roll if they are knocked out, if failed they are knocked out for 1d2 hours.

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-If The referee chooses to give the player a prebuilt sheet for time they can decide whether or not to keep playing that character after the session.-

The alignments are as follows:

- Pure good-Good
- Neutral good
- Neutral
- Neutral evil
- Evil
- Pure evil

-Tactical-Advantages:

-If a creature is surrounded (2 or more creatures against 1) the surrounding creatures attack with proficiency.

-If a creature is attacking from behind, they attack with proficiency.

-If an Character is aided by another character, hireling, or npc they gain proficiency on that task

-If surprising a creature roll with proficiency dice.

-If attacking a giant creature you roll with proficiency.

-If otherwise noted in caste or creature description they roll with proficiency.

-The ref decides in role play scenarios if proficiencies are awarded. Possible scenarios include: Convincing a drunk NPC to do something that they otherwise may not do such as wandering into a dangerous area.

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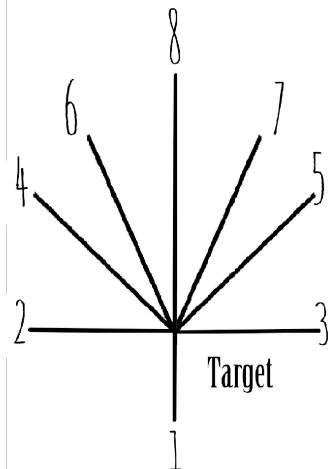
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Ranged attack misfire:

Upon missing a ranged attack roll 1d8, and refer to the table below:

Further Rulings



The rest of the rules are given in alphabetical order

Contested skill checks: If a player is trying to grapple, use stealth, or sleight of hand, or any other skill that would logically require a reaction from another creature to complete, they have to beat an opposed roll from the referee.

Cover: The opposing force has a -1 penalty to their Hit roll for every quarter under cover.

Chases: First, turn order is determined, then chase participants roll for Agility opposed each other with 1 d 20. The Ensuer takes -4 penalty is taken for every 30 ft the fleeing party is away from the ensuing party. After as many rounds as your Agility Mod ifier, you suffer 1 lvl of exhaustion(see conditions)

Damage: After a successful d100+ roll, you roll the damage die tied to your weapon. If you rolled 00+0 (or 0 and 6) you deal double damage. If you roll below 5% you invoke an attack of opportunity.

Dashing- An character can use their full action to dash up to twice their movement on their turn.

Dark Sight- See up to 60 ft in non-magikal darkness, but only up to 15 in daylight.

Direction: Your group could get lost while traveling if failing a direction SDC.

Distance: This game was designed with the use of a grid in mind as nearly everything is given in yards. When using a grid, a single square equals 2 yards.

Alternatively, you can use the simplified distance measurements of: close(within striking distance), near (close enough to reach and attack in one turn), far (close enough to reach but not attack in one turn), or very far (far enough to not reach in one turn) to smoothly run the game in the theater of the mind.

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Encumbrance: Your Character cannot carry more than their Resilience Modifier total.

Further Rulings

Fall damage: If a creature falls from a height of 2 Yards (and fails a Agility check) they take 1 d 3 damage. Every subsequent 2 Yards increases by 1d3 (every 10 feet =1d6)

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Health: You start with 1 full HD and 1 HD ROLL at first level. You gain 1 HD every level you've attained. You must roll for HD while resting unless spending that time to learn spells. On a Half Rest, you heal equal to 1/2 your Roll. On a Full Rest, you roll for your full HD.

Hirelings: Providing there are hirelings available, an character can hire as many people as their Chutzpah modifier to carry their supplies/treasure, and be commanded when needed. To acquire the services of a hireling you must succeed an opposed Chutzpah saving throw. Chutzpah throws are also required when giving a command. If succeeding the roll, the player makes a flat roll for the hireling's actions on their turn(A hireling's SDC to beat is 10). The referee rolls for all mind based throws (Int,Wis,Cha). Furthermore, hirelings are to be treated as glorified NPC's, but should never be fully controlled by the referee or the player. However the referee should provide their voice and personality. Hirelings start with 1 d 8 HP, have no caste, NO LEVEL(a no level character has no chance of succeeding a death throw and thus is not awarded one), and GAIN NO HP if the Characters level up. Also, they never interact in role play scenarios (That's the player's Character's job).

The cost of a hireling is food and 50 gp a day, though some may ask for a marginal increase depending on the job.

Immunities: If a creature is immune to a damage type the creature takes no damage of that type dealt.

Jump attacks: A creature trying to fling themselves at another creature must make a acrobatics or athletics check opposed the defenders Agility check and the loser of the roll takes applicable fall damage

Languages: Every species has their own language and also speaks common unless otherwise noted. An character can learn as many languages as their base intellect modifier. If you have an intellect statistic below 8 you're illiterate. If you have an intellect statistic below 5 you're a dunce. If you have an intellect statistic of 3, you're a mute.

Leveling up: There is no rule for experience points. This is because levels are given on a milestone basis. Advancement is up to the referee's discretion, but a good rule of thumb is you would normally level up after a mission, or a integral battle.

Modifiers: You do not add your modifiers to statistic rolls checks as they are already tied to your skills. Although as a caster, your base caster mod is deducted from the targets roll. However, %Modifiers are added to your attacks on your d100+ rolls.

*This applies to Agility, Brawn, and your casting modifier
if you are a caster.*

Money: Money is measured in Gold Pieces (GP) and Gold Bits(GB). Gold Pieces are scored into quarters, and can be broken to make 4 Gold Bits.

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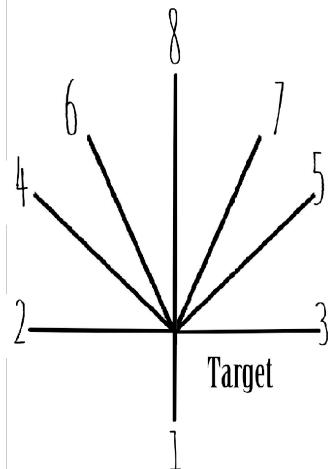
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Fighting giants: If attacking a creature a size larger than medium you gain a +10 bonus to your attack roll, but a -10 bonus to called shots to the vitals.

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The cost of a hireling is food and 50 *GP a day, though some may ask for a marginal increase depending on the job.

Immunities: If a creature is immune to a damage type the creature takes no damage of that type dealt.

Languages: Every species has their own language and also speaks common unless otherwise noted. An character can learn as many languages as their base intellect modifier. If you have an intellect statistic below 8 you're illiterate. If you have an intellect statistic below 5 you're a dunce. If you have an intellect statistic of 3, you're a mute.

Leveling up: There is no rule for experience points. This is because levels are given on a milestone basis. Advancement is up to the referee's discretion, but a *guideline is you would normally level up after a mission, or a integral battle.

Modifiers: Nearly every roll except for damage rolls may have bonuses added to the roll. If you are rolling low subtract the bonus instead.***

Money: Money is measured in Gold Pieces (GP) and Gold Bits(GB). Gold Pieces are scored into quarters, and can be broken to make 4 Gold Bits.

Further Rulings

Movement: Each Species has a base distance they can move, you have 1 full movement per turn and an action, or you can use your turn to move to twice your maximum distance.

Multi-castes: It is possible to further customize your Character by choosing to level up in another caste instead of the one you started with. You'll gain an extra HD per caste per level taken. You have to have less levels in your secondary caste, and the only other stipulation is you have to meet the prerequisite.

Ex: A 5th level Lore-Master/Warrior could have no higher than 2 levels in Warrior.

Resistance: If a creature is resistant to a damage type, you subtract half of the total damage done.

Resting: See Health

Shields: Shields only add to AR on your shield arm, or your back if you prefer to wear it there. Shields can be wielded for 1d3 damage.

Skill Checks: Skills are made with 1d20 rolling over(or meeting) your SDC. Skills can be modified by a difficulty rating in certain scenarios. You will be told to subtract a number before you roll.

Sleep: In order to gain the benefits of a full rest you must not be wearing armour.

Spells: You can cast as many spells as you have charges in that level. You can have any spell in your book but the chances of understanding it are limited. You will have to roll a knowledge check over the percentage given in your caste spell advancement table. This is further explained in the spell section.

-**Spell saves:** Spell saves are made with your d100+ applicable modifier dice. The number to beat is determined by the spell caster's Caster Difficulty Rating.

Statistic rolls- when accomplishing some tasks such as a spell or a saving roll, you will be rolling 1d20 and trying to roll under your statistic.

Surprise: To determine surprise roll 1d3, on a 1 the creature is surprised, and forfeits their turn.

Switching Items: If using a weapon in combat, or you are holding your weapon before combat, in order to switch weapons you forfeit your action but can still move up to half of your base distance while doing so.

Terms: Every NPC has a terms rating. This ranges from 4 (easy) to 0 (no dice). These numbers represent the number of chances an character has of settling a conflict non violently. A creature that has been attacked already, or has attacked has half of their chance for you to come to terms with them. Likewise a creature can grovel and try to come to terms with you. They can also try as many times as their terms number.

Terrain: It is up to the referee's discretion when to call for difficult terrain, and although examples are given in "The Referee's Manual of Secrets" as a player just know that your movement could be halved in difficult terrain. Difficult terrain includes but is not limited to inclines, snow, and swamplands.

Time: Time is measured differently in battle and out of battle. In battle, each round around the table equals 10 seconds, and 6 rounds equal 1 minute. Out of battle turns around the table are measured in 10 minute increments (no turn order is necessary, but everyone chooses one thing to try and accomplish) unless role playing is taking place, then and only then are the conversations measured in real time. Time skips can and should be implemented during travel scenarios in the designer's opinion. During a time skip you'll be asked what you're doing in the meantime.

*If a player does not know what to do on their turn, their Character doesn't either.
(Though new players should be helped out if needed.)

Further Rulings

Turn order: When combat is initiated, everybody rolls 1d20. The adventuring party adds their base Agility modifier, and compares their scores. The Highest score on their side goes first when the group's turn comes around. Each player on either side of the player then compares their rolls. The highest roll goes next, and the rest of the groups turn goes around the table. Meanwhile, the ref rolls for the adversaries, adding their average Agility to their roll. If the adversaries roll is higher than the adventuring parties' roll, the ref goes first.

Unarmed combat: Normally, your unarmed strikes roll for 1d2 (for 1 to 2 damage). This increases only if you've chosen to play a monk.

Weather: Different weather conditions impose different penalties in different situations.

Cold: In extreme cold, a creature not dressed for the environment receives 1 level of exhaustion per hour. Roll opposed your Resilience Statistic* to check for a success or failure.

Heat: In extreme heat a creature wearing Heavy armour or clothing gains 1 level of exhaustion per hour in heavy armour., or clothing. Roll opposed your Resilience Statistic* to check for a success or failure.

Wind: In heavy wind creatures roll penalty dice for Astuteness checks based on hearing, and ranged attacks suffer a penalty roll as well. Roll opposed your Astuteness Stastistic* to check for a success or failure.

Rain: Sight based Intellect, or Astuteness checks are rolled for with penalty dice, and clay earth becomes difficult terrain. Roll opposed your Intellect or Astuteness Statistic* to check for a success or failure.

Vitals & Called Shots: Making a vital shot requires a called shot. Called shots are made with 2 x penalty dice (it is suggested you roll 2 d 2 instead of multiplying 1, but it is up to the referee). a called shot to a vital area deals 2 x damage.

-Vitals include: The neck, the groin, and the stomach if exposed. If landed, the victim is prone for 1 round.

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